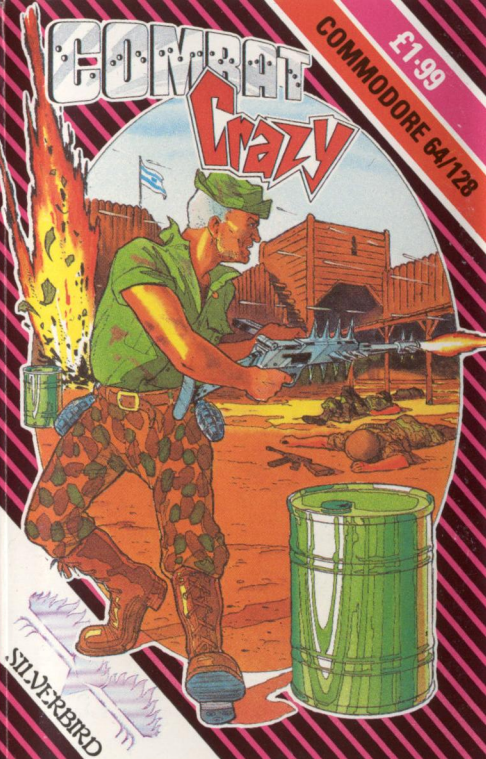




CBM  
64/128

COMBAT  
Crazy



£1.99  
COMMODORE 64/128

LOOK OUT FOR THESE OTHER  
EXCITING SILVERBIRD TITLES



PETER PACK RAT



TURBOBOAT SIMULATOR



BIGGLES



CAULDRON II

# COMBAT CRAZY

© 1988 Powerslave Developments

## The Game

You are the last remaining member of a highly classified assassination squad. Your long and dangerous mission is to fight your way through to the heart of the Warbringer's domain, bringing you into close confrontation with hordes of his men and sophisticated machinery.

This arduous journey will trail you through a vast tropical rain forest, concealing sharpened spears, poisonous snakes and kamikaze parrots. If you are successful in finding two parts of a remote controlled 'H' bomb, the gateway to an underground labyrinth will be destroyed, leading you into the second phase of your assault.

The labyrinth of tunnels leads across pits of bubbling lava, deep chasms, and evil stalagmites and stalagtites. Parrots, mutated by years of cave dwelling drop explosive eggs on you while even stranger creatures attempts to crash into you, exploding as they do so. Again, collect two parts of the 'H' bomb to blow-up the doorway into the inner fortress of the Warbringer.

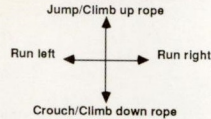
The fortress is the most deadly part of your mission...Mechanical spikes, clusters of land mines and beds of nails have been installed into the natural fortifications and the most sophisticated weaponry has been strategically positioned to stop your assassination attempt. The enemy forces have been alerted to your presence and you have only 16 minutes to battle your way through each level. Success in your mission is the only hope of stopping the Warbringer, although even with your skill and strength it seems unlikely he will be vanquished. Good luck, assassin, you're gonna need it!

## Loading

Normal Commodore loading instructions. Refer to your computer manual for more information.

## Joystick Controls

Use a joystick in **PORT 2** only.



**When jumping:** Pushing the joystick in the opposite direction halts movement in mid air. Crouch and hold the fire button for 1 second to arm a grenade, release the button to throw it. Stand up with the button pressed to disarm the grenade. **Hints:** Crouch to avoid enemy fire. To climb down a rope whilst standing on the platform above it, pull down.

## Keyboard Controls

Press **SPACE BAR** to detonate all your ammunition, taking as many of the enemy with you as possible.

Press **RUN/STOP** to pause the game.

Press **Q** to quit the game whilst paused.

## General Information

If you touch a creature which then explodes, you lose energy. Spikes, murky water, lava pits, mini tanks and clockwork tortoises kill instantly! Avoid! Items in the score area. (From left to right).

**SCORE** - Central intelligence awards valour points for each kill or pickup.

**LIVES** - Like cats, the best assassins can have up to nine lives.

**SHIELD** - When this is 'lit' you are impervious to all damage for a limited period.

**BOMBS** - You must have 2 of the three parts in order to destroy the barrier to the next level.

**TIMER** - Mission time, counts down, when this reaches zero - the whole zone is flushed of life, and that includes you!

**GRENADDES** - Micro grenades with a wicked punch, up to 99 can be carried.

**POWER** - Up to 999 heavy power shots can be picked up, which have greater killing potential.

**AUTO-FIRE** - Up to 999 rapid/auto fire shots can be picked up, hold down the fire button for a stream of mayhem.

## Bonuses

Bonuses can be obtained by shooting oil drums and then walking over the symbol that appears, they are:-

**5-1** (yellow) = 500 to 100 points.

**E** (Green) = extra energy

**L** (cyan) = extra life

**A** (grey) = extra 100 shots auto fire

**P** (brown) = extra 100 shots at double power

**H** (pink) = extra 15 seconds of invulnerability from enemy land mines.

**Bomb** if this explodes when you're touching it, you'll

You get 750 points for collecting parts of the remote control 'H' bomb. Remember, you must collect at least two to destroy the final gate.

An extra life is awarded at each 50,000 points.

On completion of a level, you will be awarded 50,000 points, plus 100 \* seconds remaining, 100 \* kills made, and 1 extra credit every three levels.

**Note:** The arrows on the walls will guide you to the exit gate only, not necessarily the bombs. They might not even take you the quickest way!

Once you have made it to the Warbringer's fortress, you must fight your way through the levels you have been through already, but this time ... the other way!

## Credits

Using a credit will automatically update the high-score table with the last name entered, initialise the score area (except for time and bomb count), and set the time to 5 minutes if it is less than

**WARNING:** Copyright subsists in all Silverbird Software, documentation and artwork. All rights reserved. No part of this software may be copied, transmitted in any form, or by any means, hired or lent without the express permission of the publisher.